

TREVOR MCFARLANE TREVOR MCFARLANE IN THE



GAME
MANUAL

0000000

Stuck? Frustrated? Need a Hint?

Customer Help Hint Line

1-800-737-4348
(1-800-737-8827)

95¢ per minute. If you are under 18, let an adult get a parent's permission
before calling. A technician telephone is required. USA Only.

WARNING!

Respirators cause risk. Stop when uncomfortable.

A very small percentage of individuals may experience respiratory discomfort while immersed in certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an allergic response in these individuals. Certain conditions may induce previously undetected respiratory symptoms that in persons who have no history of allergies. If you or anyone in your family has an allergic condition consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—itchiness, irritation, rash or hives, swelling, loss of consciousness, disorientation, any respiratory discomfort, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

To request an inspection, call 1-800-737-4348.

RGB patterns or images may cause permanent retinal or corneal damage or burn the phosphor of the CRT. Avoid repeated or extended use of video games or large screen projection monitors.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari 1600™ is the Crescent Galaxy is a trademark of Atari Corporation.
Bam the Bat logo and jagged line trademarks or registered trademarks of Atari Corporation.
Copyright 1983 Atari Corporation. All rights reserved.



JAGUAR™ 64-Bit
Interactive Multimedia System
Game Manual

INTRODUCTION

"Attention all Circle Reserve units. The Crescent Galaxy has fallen. It has been conquered by an entity known only as Odd-B, whose only passion is to make every living thing odd. He is. All of the planets in the galaxy are under his rule and are guarded by his blockade. Our main armada has nearly perished while battling Odd-B, and now you're our only hope..."

So begins your day as Trevor McFur, a corporal in the Crescent Galaxy's chapter of the Interplanetary Defense Squad, known as the Circle Reserves. You and your farside feline partner Cutter set your coordinates for home and engage at warp nine. Every planet in the Crescent Galaxy has been attacked by Odd-B's minions. You and Cutter split up, with Cutter taking the shuttle craft and sneaking through each moon's blockade to get help below while you battle the deadly armadas in the sky above.

Odd-B's main base is on the planet Cosmolite. It can only be penetrated by first destroying the four moons that surround Cosmolite.

GETTING STARTED

1. Insert your JAGUAR Crescent Galaxy cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.
2. Insert the Crescent Galaxy overlay in the Jaguar Controller's keypad slot.
3. Press the POWER button.
4. Press any button to discontinue the Title Booting and follow the on-screen directions for setting up your controller defaults.

If for any reason your cartridge does not load, or you are unable to start screen, refer to the warranty information included with your Jaguar 64-bit cartridge.

Pressing the O button on the title screen, the options screen, or the high score screen toggles the music on/off.

GAME CONTROLS

Since Odd It took over the Crescent Galaxy, all you have is your ship, your cascade Cutter, and your wits. Fortunately, your ship's controls can be customized. By following the on-screen directions, you may assign the Jaguar Controller's buttons to match your preference. (See Main Selection Screen below). These are your ship's default settings (see Fig.10).

A Bomb

B Fire

C Special weapon

OPTION Cycles through special weapons 

PAUSE Pauses game 

JOYPAD Controls your spacecraft 


Throughout your mission you'll collect special weapons that can help you break Odd It's hold on each moon's surface. To assist you, the Circle Residents have provided a Jaguar Controller Overlay (see Fig.11).


HIGH SCORES





Volume: Controls and High Score information are retained in the cartridge even if you have turned off your JAGUAR 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the previously saved High Scores, press **↑**, **OPTION** and **↓** while on the Title screen or the High Score screen.

Press **OPTION** while on the Title Screen to go to the High Score Screen. Press the **A**, **B** or **C** button while on the High Score screen to return to the Title screen.

WEAPONS

 **Weapon 1** begins as a single-shot cannon with six stages of increased firepower, and may be upgraded with power-ups found throughout the game.

 **Weapon 2** is a bomb which may be upgraded with power-ups found throughout the game.

You may select special weapons for **Weapon 3** using the keypad, or toggle through them by pressing the **OPTION** button. Each weapon has its own characteristic. Your spacecraft's view screen (see **Flight**) indicates your score , which special weapons you have , how many ships you have remaining , and shows the position of your ship . You begin with one each of the following; you can gain up to nine of each.

Legend for:

-  Magnet attracts most airborne enemies and damages them.
-  Tracer bounces from enemy to enemy, and after 1-2 seconds it usually destroys several of them.
-  Beam produces a high-intensity burst that damages enemies it touches.
-  Flash activates a radio-magnetic force that damages all enemies on the screen.
-  Missile releases a projectile, followed by a nerve-wracking engine burst.
-  Ring emits a deadly ball that circles your ship, damaging enemies it comes in contact with. It also neutralizes enemy fire.
-  Roll produces an energy wave that spreads out as it moves forward, damaging any enemies that it touches.
-  Shield temporarily protects your ship from harm.
-  Cutter will come and help you battle Goliath's armada for a brief period. Her firepower is slightly stronger than yours. You may also use other special weapons while Cutter is on screen.



POWERUPS

On each moon's surface, you'll find powerups for the above-mentioned weapons, as well as a "Circle Receiver" powerup, which grants Trevor one each of the nine Special Weapons.

MAIN SELECTION SCREEN

As Trevor McFar, you have to liberate the four regions of Cosmoisle before you can visit the planet and destroy Odd. It. Move the Crescent Galaxy icon using the Joypad and the chosen moon or planet is selected.

Information on that moon or planet automatically appears on the lower screen. With the Crescent Galaxy icon over the moon or planet, press the A button to view more information about it. Press the B button to go to that moon or planet and start the game.

You may also change the default control and volume options of the game. Move the Crescent Galaxy icon over the Control button. Press the A, B or C button to select your control options. You can move the Crescent Galaxy icon over the Volume button and press the A, B or C button to adjust the audio level.



THE MOONS

Here's a briefing of the four moons and their enemies

Onaxis is a bleak and dry moon. It is sealed by a layer of gaseous radiation, which makes for a spectacularly colorful sky. The dangerous mutations now under Old IT's command are:

Pop-up Poppies rise straight up quickly: the larger ones may contain either flying rats or powerups!

Crystals are a natural energy force that spout abrupt blasts of nuclear steam from the moon's core.

Firebugs are dragonlike bugs that shoot at you.

Flying Rats are winged beasts that attack viciously with their tails.

Sekined Vultures are cyber predators that fire lethal energy shots.

Scorpions are really alien replicas, and hunt in wild packs.



Quartermen is a craggy moon with a network of caves and tunnels which are filled with natural minerals and ore. Doc-it has taken over the minds of the native creatures for his own evil ends. Among the enemies

Bugs have a powerful weapon: stings!

Glow Bugs create bioorganic energy: drawing power from their prey.

Bats that are biologically enhanced, very deadly and precise due to electronic radar.

Cyber Spiders may not scare you, but their erratic movement can destroy your spacecraft. When killed, baby spiders often come out.

Scorpions abound in the underground, and are often dislodged by the vibrations of a passing space fighter.

Flying Discs are equipped with wings, making them easier to kill than their land-labber cousins.

Dinos run the corridors and mazes underground, especially wolf-dog packs of them.



THE MOONS (cont.)

Zermas has no core. Instead, the moon consists of colorful nebulae, gaseous clouds and floating segments of rock, creating islands in the sky. New breeds of life have developed here that are unlike anything on any other moon.

Spinners sweep down in groups and swarm around your ship.

Bummingbirds fly in groups or individually. They're small, deadly and fast!

Cyber Cherubs are trying to make a match: you and their deadly fireballs!

Dragons breathe deadly bursts of flames.



Equilibrium was formed by the union of two huge asteroids and its surface resembles wet swampland.

Philbugs follow the ship and curl into a ball when disturbed.

Ferns may be nice when they're loaded well, but on Equilibrium they're out for revenge.

Fleecies are electric, frantic and attack from all angles.

Cardigans may try to surround you and hover-shoot or take cover.

Scymours move fast and fire rapidly. Then retreat to safety. They're also very deadly!

Sad masks are full of wrath. Don't crash into them!

Shulthats may zoom in from below and sometimes attack in groups.

COSMOLITE

The city planet Cosmolite once represented the heralding achievements of the Cosmoport Galaxy. Now it has become a land of industrial chaos. You must battle Oddie in his city-fortress where he has accumulated massive armaments. Good luck, and especially watch out for:

Tadfish, which travel in schools

Eyeballs do more than watch!

Starbats emerge from foreground towers and periodically dart toward you

Towers generate electricity beams which fry your ship when touched



SPACE ZONES

Every moon has a space level that is filled with evil missions, including an End Boss. Trevor McFar must defeat the End Boss so that he can land on the moon and destroy the enemies there. In the Space Zones, Trevor encounters:

Sphery, a quick little sucker with orbiting moonlets... which break off towards your ship.

Astroids hurt through space, destroying everything in their path.

Pyramids spin and break up, becoming deadly fragments

BONUS WORLD

A Bonus World will be accessible after each moon is completed. You have an opportunity to collect more powerUps as you fly through the Space Rings. Crashing into the rings, however, will end the level.

EXTRA SHIPS

You can earn extra ships by picking up a Trevor icon. You also may earn extra ships at

75,000 pts

175,000 pts

300,000 pts

450,000 pts

625,000 pts

825,000 pts

1,050,000 pts

Credits

Product Manager
David Bergman

Product
Producers
Artificial Programming
Art Directors
Lori Anderson
Illustrators

Editor

Local Product
Editors

David G. Phillips
Glenn
McIntosh
Purkin

James Purple Hampton
John Gilman

Andrew J. Karpman

David G. Phillips

Glenn Wilson

Tony Carson

Sharon Hall

B. J. West

Michael T. Bedford

Gregory Hahn

Donald Wang

B. Wang-Park

L.J. Smith

B. Stevens

Andrew Kline

Jeffrey Carroll

John Gilman

Mark Johnson

Don Wilson

Ed Freeman

Ken Thompson

Art Smith

Ted Thompson

Kevin Thompson



and special thanks to all that helped!

"Software Warranty" (Cartridge or Chip)

Asat warrants to the original purchaser that product to be free from defects in material and workmanship under normal conditions of use for a Warranty Period of ninety (90) days from the date of purchase as indicated on your receipt. Asat will replace the defective cartridge free of charge. Asat's obligation under this Warranty Period, you assume the entire cost of all necessary working parts at your risk.

This warranty is null and void if the cartridge has been opened unless any parts were returned to Asat within 30 days of purchase. Asat will replace the defective cartridge free of charge. Asat's obligation under this Warranty Period, you assume the entire cost of all necessary working parts at your risk.

Do not return your software to the retailer. To receive "in" warranty service, call 1-800-456-4567. A technician will be available to answer your warranty questions. In the event that you return your software under warranty, you will be responsible for the cost of the product and a code of your return will be clearly indicating the date of purchase to Asat Corporation, 200 California Center, San Jose, CA 95128.

In no event shall Asat be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.

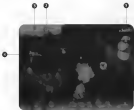


Fig. 1



Fig. II



Fig. III

A. ADAM

Copyright 1993, Atari Corporation
Berkeley, CA 94709-1202
All rights reserved

J50071

500701

Printed in USA